Chimeras

A 5e Player Race by DM Tuz

DM TUZ

Chimeras

Chimera
Artwork by Dansome & QueenChikkibug

"Well yes, I am a monster technically, but not a heartless monster!"

How can anyone describe a people like the Chimera, the fusion of two species into a being of their very own, in such broad strokes? You cannot simply put them in a box and believe it fits because they are born or diverse and they will forever amaze and surprise the world. It would be in the same vein to put every human in a box and say that they can all be boiled down to a few bullet points. Less a people in their own right and rather a collection of species, the Chimera are varied and fascinating, bursting with uniqueness and ready to show the world what they are.

With being a very diverse people with a variety of backgrounds, Chimera's are also known to have unpredictable temperament. Leading some more close minded people to distrust them and see their variety as unnatural mutations. Even among their own species the variety can be staggering and common ground hard to find at times, but there are those that come together based on similar features. They are born of difference and so many seek to find those that can accept them as they are.

As Chimera can be born from powerful magical creatures, many people will seek to find them for their assistance. Sometimes this leads to miscommunications as many Chimera don't inherit the greater power of their parents and creators. Others look to them as weapons to be molded, exploiting the Chimera for their own gains.

Chimera Traits

As a Chimera, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Age. Chimeras typically reach maturity at 18 years of age and can live up to 100 to 300 years.

Size. Chimera's sizes can range widely from species to species. Typically they are between 5 and 7 feet tall. Your size is Medium.

Creature Type. Your creature type is monstrosity.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write two languages of your choice. One of them typically is Common.

Adaptable. You are proficient in a skill of your choice.

Subraces. Choose one of the following subraces: Chimera, Manticore, Scylla, and Urstrix.

DM Tuz Note: Um, Actually...
I am aware that none of the kinds of Chimera listed in this entry are related or part of a greater family, so grouping them under one race is not technically accurate. The following races are considered to be grouped together based on common traits rather than relation. You are welcome to distinguish the different Chimeras as full races in their own right.

Chimera

Most common and source of the namesake of Chimera, the Chimeras were the first ever recorded hybrids and generally considered the prime representation of their people. Being a mix of creature and humanoid, they usually have some traits seen as beasts of the land and also hold the strength of them. In one way or another, most Chimeras feature draconic traits. It is well known that dragons are highly adaptive creatures and so their offspring would share the same. This fact causes some to believe that it is because of their draconic heritage that they exist at all, with their draconic essence serving as a bond for each of their bestial traits.

They can be found in pretty much any part of the world, no one environment being a preference or determent for them. Though the most common of their kind, they are still quite rare in the grand scheme of the world, at most found in small groups rather than large communities of their kind. Most travel and live alone from their own kind, other vagabonds traveling the world looking for a home or a purpose.

Natural Weapons. You can have a variety of natural weapons. When you create your character you can choose to have one natural weapon you can use to make unarmed strikes (such as claws, horns, etc.). If you hit with your natural weapon you deal damage equal to 1d4 + your Strength, or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. The damage type can be bludgeoning, piercing, or slashing damage, depending on the nature of your unarmed weapon.

Mobile Adaptation. When you create your character you can choose one of the following:

- Your movement speed is increased by 5 ft.
- You have a climbing speed equal to your movement speed.
- You have a swimming speed equal to your movement speed.
- You can move unhindered through a type of difficult terrain of your choice; ice and similarly slippery surfaces, plants and other overgrown terrain, rocky and similarly uneven terrain, swamps and other watery terrain.

Draconic Breath. Once per turn as a Bonus Action you can exhale your draconic breath, or when you take the Attack action on your turn, you can replace one of your attacks with your draconic breath. Each creature in that area must make a saving throw. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. On a failed save, the creature takes damage of your chosen damage type and half as much on a successful one. When you create your character you choose which type of damage your draconic breath deals and the chosen damage type determines its area of effect and required saving throw.

Damage Type	Area	Save
Acid	30 by 5 ft. line	Dexterity
Cold	15 ft. cone	Constitution
Fire	15 ft. cone	Dexterity
Lightning	30 by 5 ft. line	Dexterity
Poison	15 ft. cone	Constitution
Thunder	15 ft. cone	Constitution

Manticore
Artwork by Dansome
& QueenChikkibug

Your breath attack deals an amount of damage equal to your proficiency modifier x d6 (for example it deals 2d6 damage at level 3, and 4d6 at level 9).

You can use your breath an amount of times equal to your proficiency modifier before you have to finish a long rest to use it again.

Manticore

Though once thought to be just a minor variation of the Chimeras, Manticores have become their own people as they carry their own unique variation. The common traits between them being having wings across their back and a tail carrying deadly spines. Some Manticores have leathery wings that can glide them across the winds, while other wings are little more than carriers for spines and others may have only vestigial wings. As their most recognizable trait aside from their tails, the Manticores feature pointed spines, some individuals grow these across their entire back if not entire body, while others have them exclusively at the tips of their powerful tails. All Manticores have the natural ability to launch their spines at their foes with precision from their tails, some accidently so when startled.

As natural climbers thanks to their claws and using their spines as weapons as well as tools for survival, many Manticores can be found carving their own home out of wildlands. Having a natural weapon to defend themselves against the dangerous beasts, building bastions for their people. Most commonly these environments are in mountainous areas, far from other communities and civilizations. Even when there are communities close by, they choose to remain isolated, choosing solitude on their own terms.

Scylla
Artwork by Dansome & QueenChikkibug

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. Additionally your claws grant you a Climbing Speed equal to your Movement Speed, provided you can use both of your hands to climb.

Spines. Your body and the tip of your tail is covered in spines, which you can use to make ranged attacks. They have a range of 30 ft. close range and 60 ft. long range. When you attack you can choose whether you use Strength or Dexterity for your attack roll for the ranged attack. If you hit with them, you deal piercing damage equal to 1d4 + your Strength or Dexterity modifier. The range of your spines increases to 60 ft. close range and 120 ft. long range and their damage increases to 1d6 when you reach level 9.

Additionally, when you start your turn and are grappled by a creature, you can choose to deal damage with your spines to the grappling creature (or whatever limb it uses to grapple you with).

Spine Barrage. With a flick of your tail you can send out a deadly barrage of spines at your enemies. As an action you shoot spines in a 5 ft. radius centered on a point within 30 ft. of yourself. Each creature within the area must make a Dexterity saving throw, taking 2d6 piercing damage on a failed save and half as much on a successful one. The saving throw is equal to 8 + your proficiency modifier + your Strength, Dexterity, or Constitution modifier. You can use this action an amount of times equal to your proficiency bonus before you have to finish a long rest before you can do so again.

The range of your spine barrage increases to 60 ft., its radius increases to 10 ft., and its damage increases to 3d6 when you reach level 9, and its damage increases again to 5d6 when you reach level 13.

Scylla

Very unique with a veil of myth surrounding them, Scyllas are aquatic based Chimera that are believed by many to have been the creation of ocean deities. Though there is no definite proof of divine heritage, their natural ability to control and manipulate water gives some credence. Most Scylla embrace the idea of their divine blood, lending many outsiders to view them as far more trustworthy and accepted than other Chimera species. This has led to many people looking to Scyllas for divine guidance or as oracles, though not many actually have such a connection to the gods.

Being a combination of humanoid, aquatic, and beast traits, they are equally likely to have natural legs, tentacles, or fins to traverse with. This allows them to travel land and water alike with ease. Scylla commonly manifest tentacles, either as sprouting tails or replacing their legs entirely, which allow them to effortlessly glide through the water. These additional appendages further allow the Scylla to grapple and fight with as natural weapons.

A consistent trait between Scylla is their magical ability to control and command water, inborn and natural at birth. This power can be expressed through careful control as well as violently if they are startled or threatened, turning calm water into raging torrents. Most Scylla dwell in small families near ancient ocean shrines, staying clear of large communities which leads many to have a small view of the world. Focusing more on the significance and history of the shrine their family protects, using old archaic forms of speech before being introduced to the wider world.

Aquatic. You can read and speak Primordial. You can breath underwater and have a swimming speed equal to your movement speed, additionally when you are underwater you have advantage on attack rolls against other creatures who are underwater but have no innate swimming speed.

Tentacles. You possess tentacles which you can use to make unarmed strikes. Your tentacles have the reach property and if you hit with your tentacles you deal bludgeoning damage equal to 1d4 + your Strength or Dexterity modifier. You can use your tentacles to attempt to grapple other creatures. If you grapple another creature with your tentacles, your tentacles can be attacked,(using your AC and resistances and immunities). On a hit you suffer the damage dealt and any amount of damage higher than twice your level will cause you to release the creature.

Vortex. As an action you can conjure a magical 10-by-10 ft. vortex centered on a point within 60 ft. of you. The area is difficult terrain and any creature that starts its turn in it or enters the area for the first time during its turn must succeed a Strength saving throw or be pulled 5 ft. towards the center of the vortex. The DC of the saving throw is equal to 8 + your Intelligence, Wisdom, or Charisma modifier + your proficiency bonus. You are immune to the effect of your own Vortex and don't treat it's area as difficult terrain. The area lasts until the end of your next turn unless you use an action to extend its duration for an additional round. If you conjure this vortex in a body of water the vortex affects a 10-by-10 ft. cube instead. You can conjure this vortex amount of times equal to an amount of your proficiency bonus before you have to finish a long rest before you can do so again.

Once you reach 9th level the size of your vortex increases to a 20-by-20 ft. square and a 20-by-20 ft. cube respectively

Water Shaper. You have the magical ability to control water. As an action you can manipulate a 5-foot cube area of water within 10 ft. of yourself. Your options of how you can manipulate the water are the following:

- You can transport an amount of water that fits in the area by levitating it. This body of water is treated like an object that you are holding.
- You can shape water into any form that fits within the area of the effect.
- You can cause the water to boil or freeze until the end of your next turn (you can use an action on your following turns to maintain this effect). Any creature in this body of water must succeed a Constitution saving throw or take 2d4 cold or fire damage (depending whether you freeze or boil the water). The DC of the saving throw is equal to 8 + your Intelligence, Wisdom, or Charisma modifier + your proficiency bonus.
- You can change the flow of water up to 5 ft. in a direction of your choice. The force of this effect is only strong enough to move the water.

Check out these other Player Races!

Aside from the Chimeras I also have created many other player races such as the *Lapine*, star-eyed rabbit folk, and the *Slime Folk*, affable ooze-like humanoids.

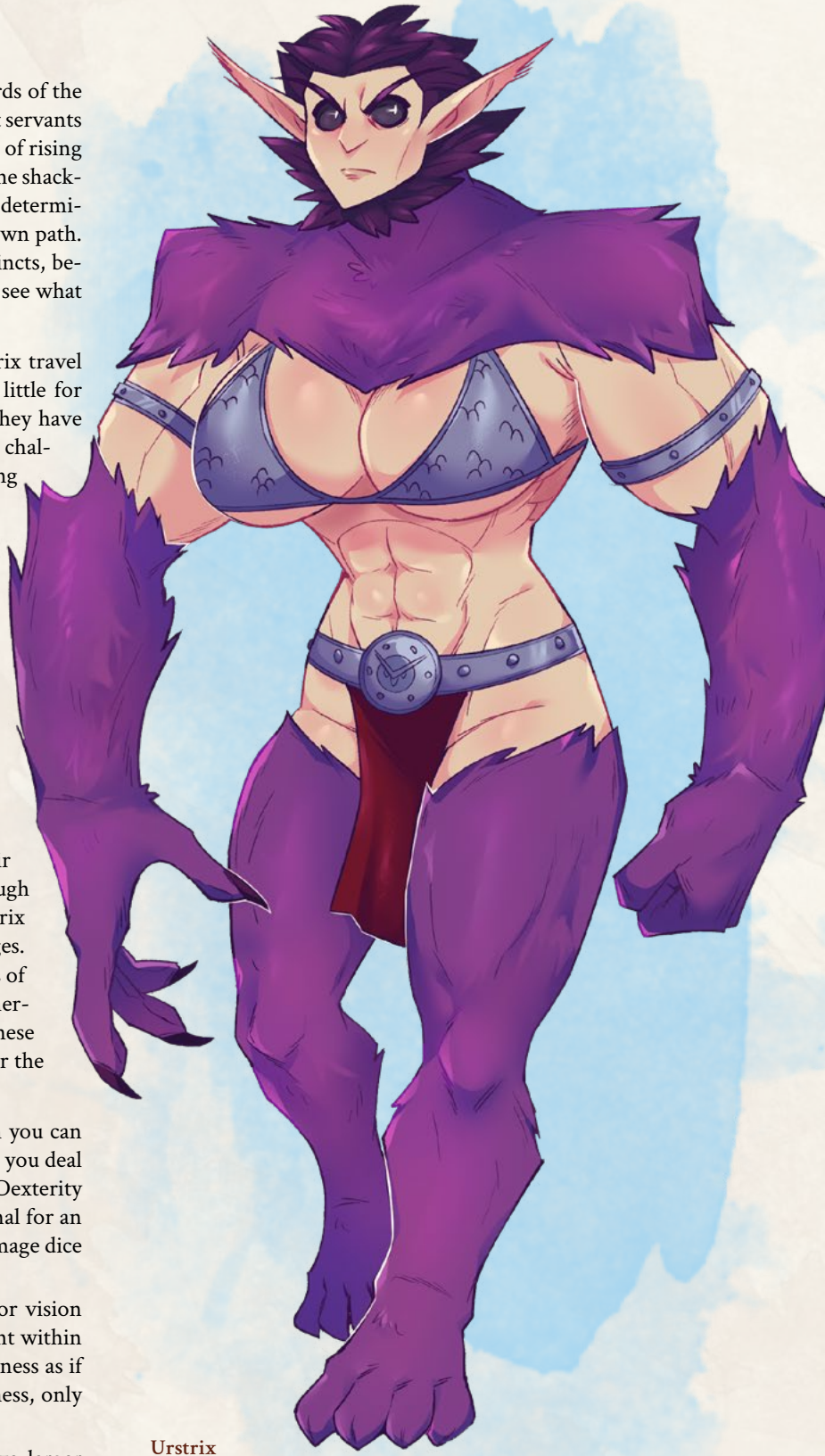
Each Player Race features new lore, numerous unique subraces, original art, several new race exclusive feats, and more!

Urstrix

Created through arcane experiments of the wizards of the western shores for the purpose of creating obedient servants and mindless soldiers, Urstrix have a proud history of rising above what was expected of them. They threw off the shackles of their oppressors and through sheer will and determination gave their people freedom to choose their own path. Many take their traits from harpies as well as instincts, being drawn by a wanderlust to travel the world and see what it has to offer them.

Mostly known for being a solitary people, Urstrix travel alone or in small groups across the lands, caring little for how dangerous it might be. Due to their origin, they have powerful bodies designed to take on any physical challenge and tough out any sort of punishment coming their way. Having powerful claws and heightened senses, they don't have much difficulty surviving in the wilderness or finding their way through dangerous terrain. Due to this many Urstrix find more comfort and purpose in the wilds and frontiers over being in civilization.

Because of their artificial creation, the variation between Urstrix is far less than with other Chimera. Their biggest variation is the color and patterns of the feathers that coat parts of their bodies, some even showing larger flight feathers from their harpy origins. There are some born with more avian hooked claws that make their raking strikes far deadlier. With their creation through dark magic and subsequent servitude, many Urstrix have an understandable mistrust of magic and mages. It is not unheard of that descendants of the wizards of the western shores attempt to take unrightful ownership of Urstrix where they find them, believing these Chimera to be their birthright, but quickly discover the fate of their creators first hand.



Urstrix
Artwork by Dansome & QueenChikkibug

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike. When you reach 11th level the damage dice of your claws increases to 1d8.

Darkvision. Your owl eyes grant you surperior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Monstrous Build. You are considered one size larger when determining your carrying capacity and the weight you can push, drag, or lift. Additionally you count as one size larger for the purpose of grappling (for example, if you are a medium creature a small creature cannot grapple you as you are considered large and therefore two sizes larger than the other creature).

Ferocious Assault. Once per turn when you hit a creature with a melee weapon attack you can force the creature to make a Strength saving throw. The DC of the saving throw is equal to 8 + your Strength or Constitution modifier + your proficiency bonus. On a failed save the creature is knocked prone in addition to taking damage and until the end of your turn you can use a bonus action to make an unarmed strike attack with your claws against the target. You can do so an amount of times equal to an amount of your proficiency bonus before you have to finish a long rest before you can do so again.

Stubborn. You have advantage on saving throws against being charmed or frightened.

Mark of Typhon
Artwork by Gabriel Sampaio

Chimera Unique Feats

Chimera characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, "Customization Options", of the Player's Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character's nature and traits.

Mark of Typhon

Prerequisite: Chimera (Chimera)

Unknown heirtages and lineages are hidden within your blood. This blessing of the father of monsters allows you to tap into these and manifest them on your physical body, as you wish. You gain the following bonus:

- Increase your one Ability scores by 1.
- Your natural weapon granted by your Natural Weapons trait is treated as magical for the purpose of overcoming resistances.
- Whenever you finish a long rest you can choose to change the nature of your natural weapon, the choice the bonus gained through your Mobile Adaptation trait, and the damage type of your Draconic Breath (the new damage type still determines the breath's area of effect and saving throw).
- Whenever you finish a short rest, you can change the Skill proficiency granted by your Adaptability trait to another Skill of your choice. Once you change your proficiency this way, you can't do so again until you finish a long rest.

Maneater's Mark

Prerequisite: Chimera (Manticore)

In ages past, a fierce monster known as the Maneater roamed the lands and spread fear wherever encountered. This creature was said to be the ancestor of your kind. The power and ferocity of this ancient maneater have awakened in you. You gain the following bonus:

- Increase your one Ability scores by 1.
- Your natural weapon granted by your Claws and Spines traits, and the piercing damage dealt by your Spine Barrage are treated as magical for the purpose of overcoming resistances.
- You can use an action to attack with your spines or use an action to use your spine barrage, you can use bonus action to make a single attack with your Spines until the end of your turn.
- You now have developed a full set of wings on your back that can carry you short distances. You gain a flying speed equal to your movement speed. If you end your turn and your wings are the only thing that keep you aloft, you fall. Additionally, if you can use your wings, you can decrease your fall distance by 20 + your level in feet as long as you aren't incapacitated.

Mark of Charydbis

Prerequisite: Chimera (Scylla)

The divine powers dormant within your blood have fully manifested. By your hand you shall allow those you deem worthy to pass your aquatic domain. You gain the following bonus:

- Increase your one Ability scores by 1.
- Your tentacles are treated as magical for the purpose of overcoming resistances.
- Your swimming speed is increased by 10 feet.
- Any creature you touch gains the ability to breath underwater and gains a swimming speed equal to your own, unless its own swimming speed is faster than yours. The creature retains this bonus for as long as you touch it.

Scylla's Blessing. As an action, you can touch a creature and bestow a Scylla's Blessing on it. The blessing lasts for 1 hour or until you die. A blessed creature can breath underwater and has a swimming speed equal to its movement speed. Additionally the blessed creature is unaffected by your Vortex and does not treat its area of effect as difficult terrain. You can use this action a number of times equal to your proficiency modifier before you have to finish a long rest.

Mark of the First Mutant

Prerequisite: Chimera (Urstrix)

It is said that the first Urstrix created by the mages was the most powerful of your kind. The bloodline to your ancient progenitor becomes manifest and with it, their powers. You gain the following bonus:

- Increase your one Ability scores by 1.
- Your claws are treated as magical for the purpose of overcoming resistances.
- When you use your Ferocious Assault and the creature succeeds its saving throw against being knocked prone, the use of that trait does not count towards the amount of times you can use it before you have to finish a long rest to use it again. Additionally, when you successfully knock a creature down with your Ferocious Assault use a bonus action to hit the same target with your claws, your claws deal an additional dice of their damage.
- When you fail a saving throw against a spell or magical effect, you can repeat the saving throw but have to take the second result. Once you do so you have to finish a long rest before you can do so again.

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